

## WHAT IS CLAIMED:

1. A method of displaying paylines on a video gaming apparatus having a display surface by providing images of symbols in at least one pattern selected from the group consisting  
5 of circle patterns or ellipse patterns, the patterns being divided into radial or focal distributions of symbols, paylines being formed by the patterns of symbols in the radial or focal distributions, the paylines being predetermined by selection by a player, and the paylines determining combinations of symbols that can identify an award.
- 10 2. The method of claim 1 wherein symbols that are used to determine awards are added to the patterns one-at-a-time.
3. The method of claim 1 wherein there are at least two paylines which are available in the images of symbols in a pattern.
- 15 4. The method of claim 1 wherein there are at least four paylines which are available in the images of symbols in a pattern.
5. The method of claim 1 wherein the images of the symbols that are used to determine  
20 awards are exposed in a predetermined order on the display surface.
6. The method of claim 1 wherein paylines comprise radial lines from a central area that include at least three symbols.
- 25 7. The method of claim 6 wherein additional paylines are provided along lines that form a circle or ellipse around the central area.
8. The method of claim 6 wherein paylines include at least two radial lines that are directed towards or away from the central area.
- 30 9. The method of claim 1 wherein symbols are added to the paylines randomly.

10. The method of claim 1 wherein at least one symbol is added to the paylines one-at-a-time without prior display of the at least one symbol as virtually moving.
- 5 11. The method of claim 1 wherein individual symbols are displayed along paylines one-at-a-time with at least three consecutive displayed symbols being displayed in three non-adjacent symbol display positions.
12. The method of claim 1 wherein each symbol appears to have a unique orbit during a  
10 period of virtual movement of symbols.
13. The method of claim 1 wherein all symbols appear to move in orbits about a central area.
- 15 14. The method of claim 13 wherein at least one set of symbols move within a single orbit.
15. An apparatus comprising a housing, a video screen and a processor, the processor containing software enabling play of the method of claim 1.  
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16. An apparatus comprising a housing, a video screen and a processor, the processor containing software enabling play of the method of claim 4.
17. An apparatus comprising a housing, a video screen and a processor, the processor  
25 containing software enabling play of the method of claim 7.
18. An apparatus comprising a housing, a video screen and a processor, the processor containing software enabling play of the method of claim 10.
- 30 19. An apparatus comprising a housing, a video screen and a processor, the processor containing software enabling play of the method of claim 12.

20. An apparatus comprising a housing, a video screen and a processor, the processor containing software enabling play of the method of claim 14.